

CHICKEY CHIK

WE PAY YOU TO PLAY



EXECUTIVE SUMMARY

- The opportunity defined: Gaming app, Axie-Infinity inspired, play-to-earn model with “Chick” cartoon & Pokémon theme
- Company name, jurisdiction: GamePay Pte Ltd, based in Singapore
- Use of proceeds: game development ready to launch, marketing, PR, community management
- Return on Investment:
 - GamePay Equity: Sky Mavis (Axie Infinity developer) is valued at US\$3bn (6 Oct 2021 raise of US\$152mm) within 4 years from launching Axie Infinity, which is its singular source of value. Considering other players will be entering the P2E gaming market, GamePay targets to achieve half that valuation at US\$1.5bn. At this valuation, 10% of GamePay is worth US\$150mm, a 300x return on the investment of US\$500,000
 - Tokens: 5mm tokens. Axie Infinity token price is currently US\$143. GamePay is targeting approx twice the token supply of Axie Infinity. To be conservative, and understanding that more P2E tokens will be coming into the market, if we forecast the CHICKEY CHIK token to reach a price of 1/5 of Axie’s price, or \$28 per token, then 5mm tokens is worth US\$140mm, a 280x return on the investment of US\$500,000

ABOUT CHICKEY CHIK

- Inspired by Co-founder's 9-year old's obsession with "Chick" cartoon & Pokémon-inspired universe
- Anyone at any age can play Chickey Chik and make money
- Play-to-Earn: players earn money by playing
- Major KPI: players can earn min double local minimum wage by playing Chickey Chik
- Players play with their Chickey Chiks to challenge other players in competitions, breed better Chickey Chiks, acquire flocks of Chickey Chiks, develop your young Chickey Chiks, and build an Empire
- Players can NFT and sell their Chickey Chiks and many other in-game assets
- Community developers access Chickey Chik data to develop Chickey Chik ecosystem
- Chickey Chik is a DEFI platform: innovation is driven by its Player Community
- Chickey Chik is a Social Community



CHICKEY CHIK MISSION

- A fun educational way to introduce the world to blockchain
- We are successful veteran technology entrepreneurs and fintech entrepreneurs who desperately need to give back to our world
- We want the world to learn the magic of Blockchain technology: millions of players of all ages making money while learning and having fun
- We want to build a game that all people can play to make money, especially those who need it most



CHICKEY CHIK VISION

- The future is where work and play become ONE
- We believe in empowering our players and helping them make money, especially those who most need it
- Most of all, we have a dream that battling and collecting cute chickies can change the world
- Welcome to our Revolution



GAMEPLAY

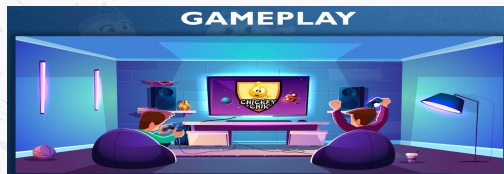


- Chickey **Chik** is:
 - an open-ended digital Metaverse universe
 - DEFI with strong DAO protocol
- Chickey **Chik** community and Core Team will innovate Chickey **Chik** Game Play so it never gets stale
- Initial Game Play:
 - challenge other players in competitions
 - breed better Chickey **Chiks**
 - acquire flocks of Chickey **Chiks**
 - develop your young Chickey **Chiks**
 - build an Empire

CHICKEY CHIK PLAY-TO-EARN AND NFTS: EMPOWERING PLAYERS TO MAKE MONEY AND BECOME CREATORS

Chicky Chik Rewards Players for

- playing the game
 - growing the ecosystem
- Chickey Chik is a game based on a play-to-earn model
 - Chickey Chik has a 100% player-owned assets economy
 - Developers focus on growing the Player-to-Player economy
 - Developers take fees to monetize through NFTs
 - Players and developers “NFT” (make non-fungible tokens) their Chickey Chik assets and sell them to anyone, anywhere on open peer-to-peer markets



CHICKEY CHIK IS SIMPLE: PLAY, EARN MONEY

CHICKEY **CHIK** PLAY-TO-EARN AND NFTS: EMPOWERING PLAYERS TO MAKE MONEY AND BECOME CREATORS

FUNDAMENTALS OF PLAY-TO-EARN FROM THE CURRENT MARKET

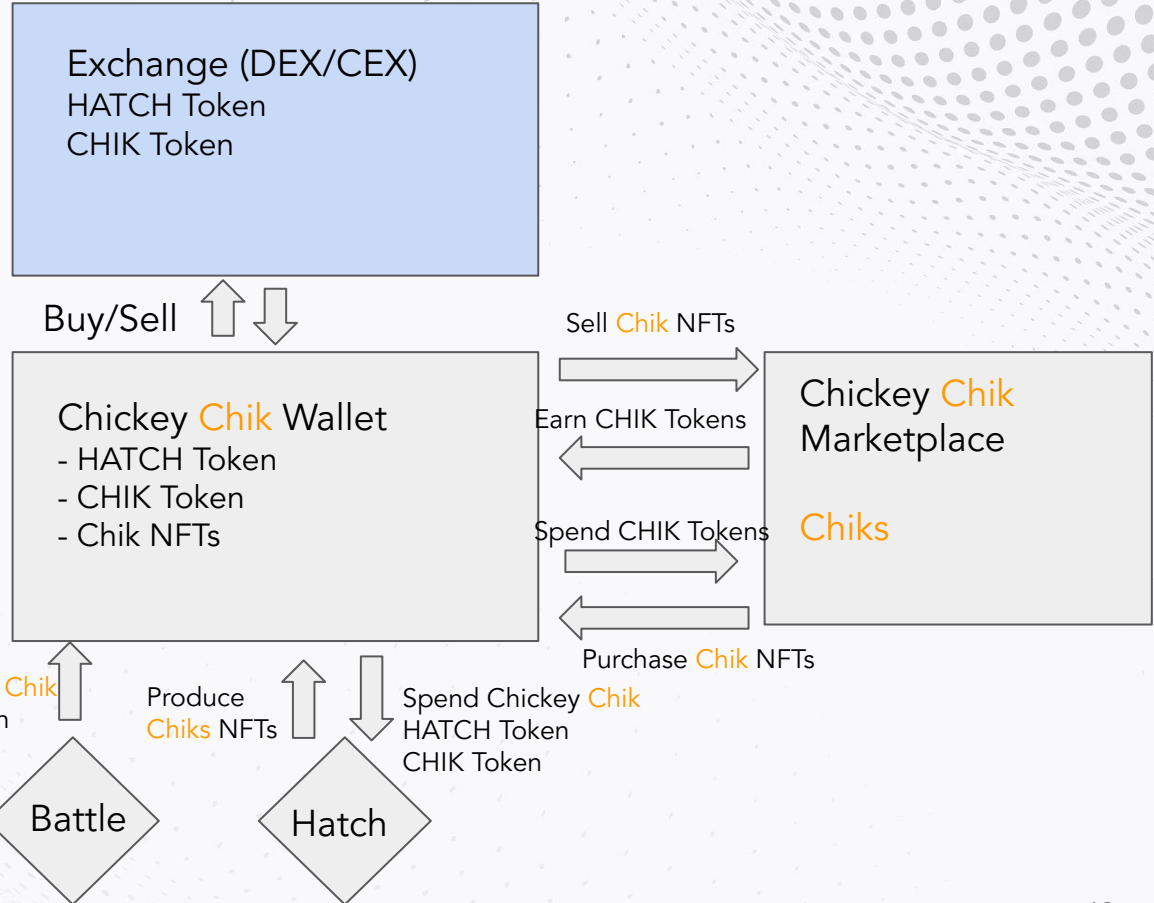
- While players care about blockchain technology they are focused on the benefits it can bring, rather than decentralizing too many features
- Our focus:
 - Provide a tamper-evident distributed ledger
 - Ensure scarcity
 - Allow our players to own and trade their assets
- The mechanics of Play2Earn do not require a fully decentralized public blockchain
- This is our focus with Chickey **Chik**

CHICKEY CHIK: REVENUE MODEL

EMPOWER PLAYERS TO EARN MONEY FROM GamePay: REVENUES SHARED WITH PLAYERS

- Revenues Increase as Player Community Grows
- We will charge 4% on each Player's sale of NFTs; Axie Infinity charges 4.25% per NFT sale
- Creating, Selling and Lending NFTs of Chickey Chik in-game assets, including Chickey Chiks, land and land items
- A Breeding Fee for breeding Chickey Chiks
- Staking fees: fee sharing for Users Staking in Chickey Chiks platform
- Down the Road: GaaS: Gaming as a Service with Chickey Chik. Chickey Chik platform will support 'Game as a service' to help developers leverage the platform to host new games resulting in popularising \$CHICK token
- Advertising fees and sponsorships.
 - *Many projects eager to distribute rewards and tokens to the Chickey Chik economy*
- N51, RoboCache, Cupcake+, and CuKoo are planning to do experimental token drops to Chickey Chik players.
- We plan for Chickey Chik to become one of the largest communities globally who understand how to use Blockchain technology: *Immense value in advertising to a community like this*

HOW THE CHICKEY CHIK ECONOMY WORKS



External

Chicky Chik ECOSYSTEM

WHY SOLANA FOR CHICKEY CHIK

- A blockchain with fast and cheap transactions, strong ecosystem momentum, and a team behind it that we could trust from a technical excellence standpoint
- Ethereum and its layer-two solutions have a sizeable community, however cashing out the earned tokens is much harder on most Ethereum layer-two solutions. Solana offers the speed and access to native liquidity on the platform
- Solana places a lot of effort and resources on building specific tools and infrastructure to support the needs of game studios building games with complex real-time economies and systems.
- Rust, the programming language of Solana, is also well-known among game developers compared to ethereum's Solidity

HOW WILL CHICKEY **CHIK** BE BETTER THAN AXIE INFINITY ?

- FREE TO START PLAYING:

- Chickey **Chik** New Players will be able to start playing for free.
- Axie Infinity requires new players to invest approximately \$500 upfront to start playing.
 - \$500 is more than twice the monthly salary of the low income demographic in its biggest user country of the Philippines
- Axie infinity's success has priced itself out of its base target market for new players, which explains why Axie's new player growth has declined substantially

- SIMPLE TO START PLAYING:

- Chickey **Chik** Players will be able to start with 'click and play", as simple as possible. This is especially important to the demographic of lower income players - the simpler to start playing, the more New Players.
- Axie Infinity is complicated to start playing: Below are the steps a new player has to complete before playing
 1. Set up an Ethereum wallet such as Metamask and securely store the seed phrase (backup password) safely.
 2. Purchase ETH with traditional currency on a centralized exchange and send it to Metamask, which incurs a fee or, depending on which country the user is based in, purchase ETH via Metamask's credit card solution.
 3. Create a wallet on the game's customized chain or Layer-2 scaling solution and once again store the seed phrase safely.
 4. Create an account on the game's website using the wallet.
 5. Link an email ID to the game account.
 6. Send ETH or the game token to the game's wallet which incurs a transaction fee.
 7. Download the game if necessary.
 8. Purchase necessary in-game items, minimum starting amount is approx US\$600 (minimum three Axie's required to start)

HOW WILL CHICKEY **CHIK** BE BETTER THAN AXIE INFINITY ?

- SOLANA Blockchain: CHIK will leveraging the speed (40k+ transaction/second) & low transaction fee of SOLANA chain providing top class gaming experience to players with cheap cost.
- MOBILE APP: Chickey **Chik** will have mobile game app in addition to website play: Axie Infinity has no mobile game app yet because they don't want to pay 30% revenue to Apple and Google to post the app in App Store and Play Store
- DISTRIBUTION: Chickey **Chik** will have distribution through App Store and Play Store, and we will let our Players open an initial account by downloading from these two distribution channels, and then we will allow our Players to migrate to a web based download to avoid having to pay the 30% revenue share
- LOCAL LANGUAGES: Chickey **Chik** will be playable in seven local languages (in addition to English) by 2H22 covering the largest global populations of low income demographic: Axie Infinity is English Only
 - Tagalog (Philippines, the largest market for Axie Infinity)
 - Bahasa (Indonesia and Malaysia)
 - Hindi (India)
 - Portuguese (Brazil)
 - Spanish (Latin America)
 - French (Africa)
 - Mandarin Chinese
- GAMEPLAY: Chickey **Chik** will be have more developed gameplay that Axie Infinity, especially in PVE mode (Player vs Environment) which lacks Player vs Player competitiveness

CHICKEY CHIK: PATH TO LIQUIDITY



ROBOT CACHE

- The world's first video-game distribution and re-sell platform using blockchain
- One of largest gaming distribution platforms in USA
- Founded by Lee Jacobson, former Atari executive and deeply experienced and connected gaming executives globally
- Lee has agreed to on-board Chickey Chick onto Robot Cache

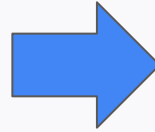


DEX

Decentralized exchanges (DEX) are a type of cryptocurrency exchange which allows for direct peer-to-peer cryptocurrency transactions to take place online securely and without the need for an intermediary.

- Chickey Chik will list on the top five DEX exchanges:
 - Pancake Swap
 - Uniswap V3
 - Uniswap V2
 - Curve Finance
 - Compound Finance

CHICKEY CHIK: ECO-SYSTEM DRIVES EXPONENTIAL GROWTH



WELL STRUCTURED INCENTIVES FOR
ECO-SYSTEM PARTIES
DRIVES
EXPONENTIAL GROWTH

CHICKEY CHIK: ECO-SYSTEM DRIVES EXPONENTIAL GROWTH

Third-party development

We believe the Chickey Chik universe can be a powerful medium for attracting developers to blockchain technology and as a potential launchpad for Indie developers. Chickey Chik community has plans to build a variety of tools and experiences such as:

- Tools for appraising Chickey Chik
- Tools for enhanced market search
- Communities interactions
- Small mini-games

Decentralized Organization

Chickey Chik will gradually evolve into a community-owned Decentralized Organization. This process occurs as is distributed among players and stakers, with the chikey ownership becoming less concentrated over time. The chikey team will be able to vote with the locked Play to Earn and Staking rewards allocations. This will prevent hostile actors from disrupting the ecosystem during the early and crucial phases of development

Tournaments and Esports

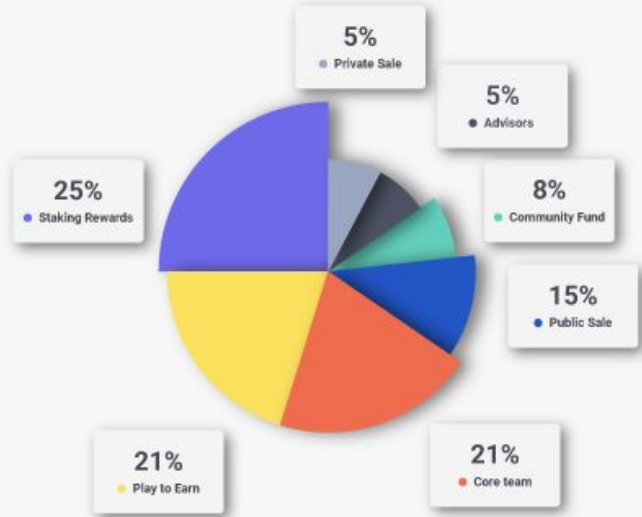
Due to its skill-based, competitive nature, the Chickey Chik battle system is a good fit for competitive play and Esports. We believe this is a critical aspect for future growth and we have seen how engaged the players become when there is money on the line.

Technology

The number of developers building on the platform, and the ability to recruit initial community members. As time passed it became clear that building a blockchain game solely on Ethereum would not be feasible from a scalability standpoint

TOKEN ECONOMICS

Chikey CHIK has a 100% player-owned, real money economy. Rather than selling game items or copies, we focus on growing the player to player economy and take small fees to monetize. Chicks are created by players using in-game resources (CHICK) and sold to new/other players.



Capital raising plan: further funding is from public and private token sales of approx 100mm tokens to avoid GamePay equity dilution and provide volume and liquidity in the token market. Future token sales contemplated at 15 cents per token and higher, driven by uplifts in value from achieving the roadmap milestones

Total Token supply: 500,000,000

Total supply	Allocation %
Staking reward	25%
Play to Earn	21%
GamePay (Core team)	21%
Public Sale	15%
Community	8%
Private Sale	5%
Advisors	5%

CHICKEY CHIK: THE MARKET

- Top companies focused on blockchain gaming have raised hundreds of millions of dollars in 2021

- Many of these companies are backed by the leading venture capital firms

- Several have become Unicorns in 2021

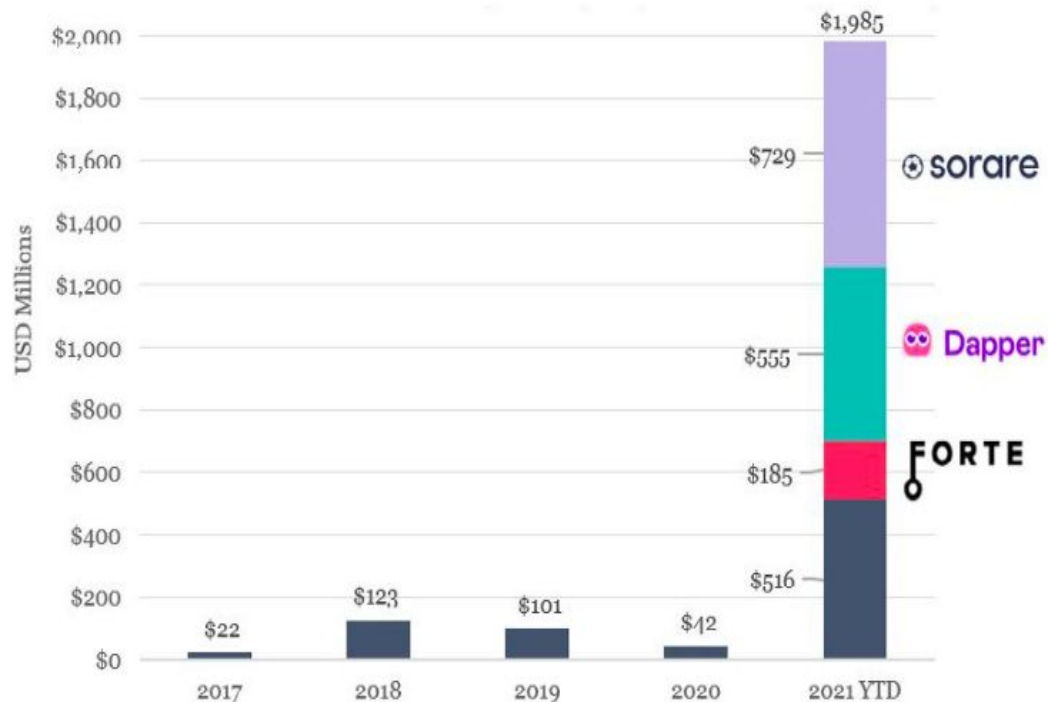
Blockchain Gaming Fundraising & Investors Overview ⁽¹⁾				
Company	Segment	Funding (\$MM) ⁽²⁾	Valuation (date) (\$MM)	Select Investors
 sorare	Dev. Studio	\$739.2	\$4,300.0 (Sep-21)	  
 Dapper	Dev. Studio/ Infrastructure	\$607.5	\$7,600.0 (Sep-21)	
 FORTE	Infrastructure	\$185.0	\$1,000.0 (May-21)	 
 animoca BRANDS	Dev. Studio	\$180.6	\$1,000.0 (Jul-21)	
 SKY MAVIS	Dev. Studio	\$161.0	\$2,800.0 (Oct-21)	 
 OpenSea	Marketplace	\$127.2	\$1,500.0 (Jul-21)	
 GENIES	Dev. Studio	\$117.0	Undisclosed	 
 MYTHICAL GAMES	Infrastructure	\$110.0	Undisclosed	
 IMMUTABLE	Infrastructure	\$77.6	Undisclosed	 
 ENJIN	Infrastructure	\$61.9	Undisclosed	
				  
				 

Source: Crunchbase; (1) Represents select companies. (2) Funding represents cumulative funding. Data through 10/05/2021.

THE MARKET

- Funding for blockchain-based gaming companies exploded in 2021.
- Individual funding rounds from following companies in 2021 exceed aggregate blockchain-based gaming industry fundraising recorded in prior years:
- Sorare (\$680MM Series B);
- Dapper Labs (\$305MM Series C)
- Dapper Labs (\$250MM Series D)
- Forte (\$185MM Series A)

Blockchain Based Gaming Company Fundraising History



Source: The Block Research, Crunchbase, Pitchbook; Data through 10/04/2021.

COMPETITIVE LANDSCAPE

- There are no direct competitors but similar players exist in a similar field.
- Sorare and Gods Unchained create the utility of their NFTs more indirectly, through paying out prizes in tournaments (rare NFTs and ETH).
- Axie Infinity is the only game that introduces a governance token on top of an in-game currency.

	Crypto-Kitties	Gods Unchained	Sorare	Axie Infinity	Zed Run
Blockchain	Ethereum	Ethereum	Ethereum	Ethereum	NEAR
Launch date	2017	2019	2019	2020	2021
Free-to-play	-	Yes	-	-	-
NFT properties					
Genetic algorithms	Yes	-	-	Yes	Yes
NFT utility	Breeding	Prizes	Prizes	Breeding, Earn SLP	Breeding, Earn ZEST
Rarity classes	Yes	Yes	Yes	Yes	Yes
Utility tokens					
Currency	-	-	-	SLP	ZEST
Governance	-	-	-	AXS	-

- Unsurprisingly, perhaps, there are clear copy-cats being made
- Some other players:
 - F1® Delta Time (collection and trading of unique Cars, Drivers, and Components);
 - The Sandbox Game (play, build, own, and monetize virtual experiences);
 - League of Kingdoms (MMO strategy game. Gamers fight for dominion within the game);
 - Illuvium (a fantasy battle game);
 - Star Atlas (Gamers perform space exploration, territorial conquest, political domination)

FINANCIAL PROJECTIONS

“BUILD A GREAT PRODUCT AS FAST AS POSSIBLE AND GET IT TO MARKET”

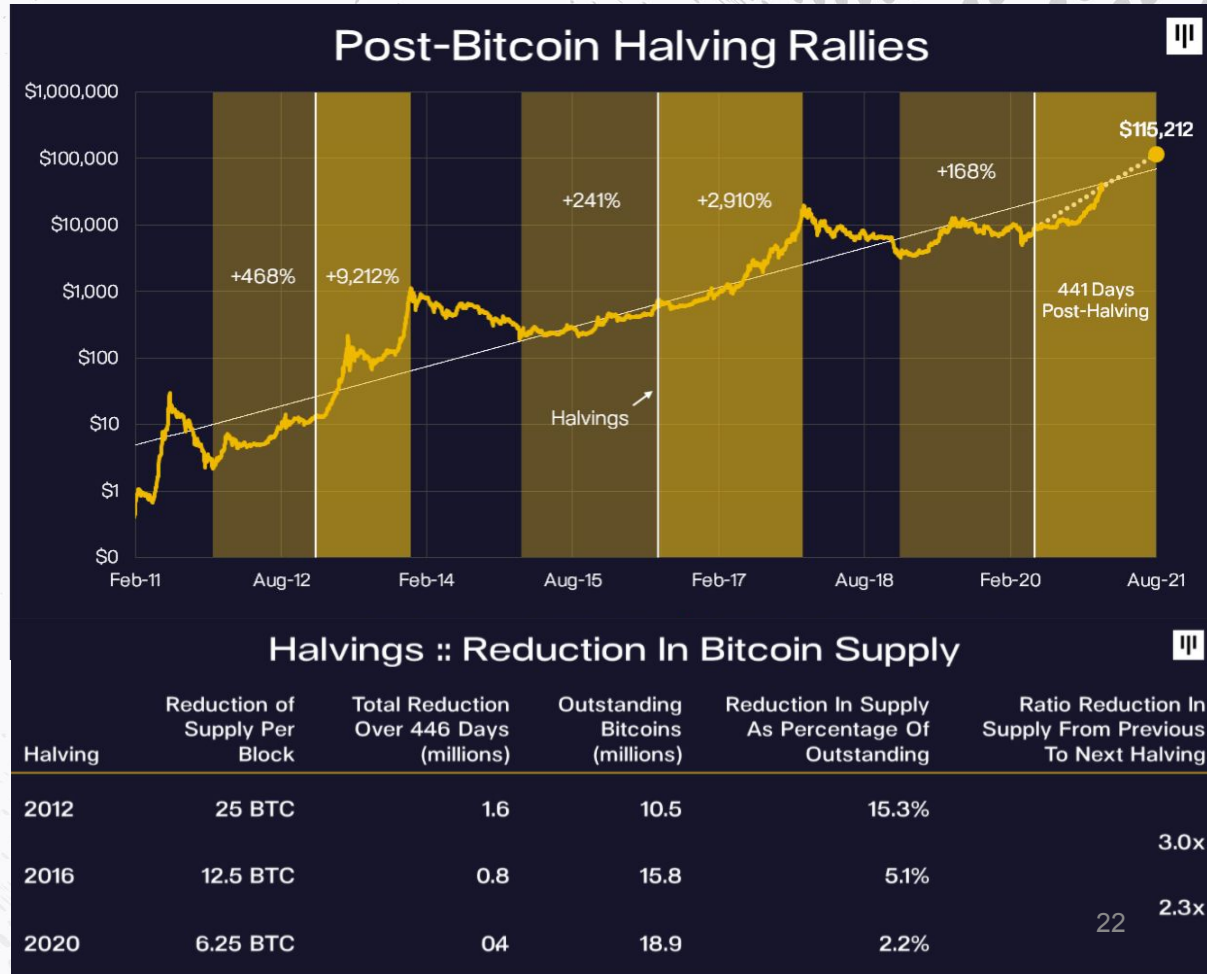
AXIE INFINITY REVENUE (For Comparison)

AXIE INFINITY	2018	2019	2020	Jan-Oct 2021
REVENUE (US\$)	\$530k	\$576k	\$805k	\$994mm

- Axie Infinity primary source of revenue (86%) is from Breeding fees
- Axie Infinity was the highest revenue-generating application in the crypto game category globally from August to September 2021
- More than 600,000 merchants have participated in NFT trading in more than 4.8mm transactions in 2021
- In May 2021, the average NFT transaction was US\$226, but has since doubled

NOW IS PERFECT TIME TO LAUNCH - Bitcoin Halving Driving Rally

- Bitcoin halving is a big event that has spawned market rallies such as the one we saw in 2017 and now in 2021
- It takes a couple years to play out
- Bitcoin halved in 2020 and will again in 2024
- The most highly reputable Bitcoin analysts (Pantera and others) estimate Bitcoin will exceed US\$100,000 in the near term resulting from the halving that occurred in 2020
- Wide Market Adoption is taking off and gathering pace to a J-curve shape
- Defi and NFTs market has exploded
- Better quality Market data and pricing models



GO TO MARKET - ROADMAP

- Pre-Hype
- Raise seed funding
- Launch \$CHICK token & DEX Listing
- Website Launch
- Game development

- Complete GamePay
- Release on iOS/Android
- Launch Chickey **Chik** Community

- Launch \$CHICK sidechain - Testnet
- Launch GaaS platform (public access)

Q4 2021

Q1 2022

Q2 2022

H2 2022

2023

- Early Access
- Robot Cache on-boarding
- Launch \$CHICK Ecosystem
 - Governance
 - Play to Earn
 - \$CHICK NFT marketplace

- Launch \$CHICK Staking
- GaaS - Gaming as a service with \$CHICK (private)
- Launch in six local languages
 - Tagalog (Philippines)
 - Bahasa (Indonesia and Malaysia)
 - Hindi (India)
 - Portuguese (Brazil)
 - Spanish (Latin America)
 - French (Africa)
 - Mandarin Chinese

EXPERIENCED TEAM WITH **SUCCESSFUL** TRACK RECORDS



CEO

Daniel Dos Santos

- * Founder of Blockchain Labs in 2016 in Singapore
- * Former Advisor on Robot Cache Gaming platform
- * Former Investment Banker : Citi, Morgan Stanley, Barclays in London and Renaissance Capital in Moscow.
- * Advisor on numerous SPAC IPOs on NASDAQ



CTO

Esra Selvakumar

- * Senior Blockchain Architect
- * 20 years in technology leadership, Former Banking Tech: Citi, JPMorgan, Standard Chartered, RBS in Singapore
- * DBS Bank, VP Technology Solutions Architect



COO/CFO

Christopher Clower

- * Co-founded, built and sold his own company for over US\$120mm, achieving 30x return in two years
- * Sits on a number of boards of fintech and technology companies in SEA
- * Former head of Merrill Lynch SEA
- * 25 year investment banking career
- * Director of Malacca Trust Pte Ltd, owner of the largest asset management firm in Indonesia



Elizaveta Makhova

- * Game developer
- * Gaming artist
- * Helped design and launch two successful games
- * Google Scholar



CMO

Rae Lim

- * Chief Marketing Officer at Demole.io - an NFT Games platform with 3D Animation.

ADVISORY BOARD OF **SUCCESSFUL** ENTREPRENEURS



Senior Advisor

Lee Jacobs

- * Founder of Robot Cache, leading game distribution platform in USA
- * Former Head of Bus Dev at Atari



Advisor

Andrew Chuyko

- * Experienced Managing Director with a demonstrated history of working in the private equity industry.
- * Skilled in Strategy, M&A, Portfolio management, SPACs, Deal and Business Structuring, Negotiations and Special situations.



Advisor

Ben Wiley

- * Founder & CEO, Circle Six Capital
- * 35 year investment banking career in SEA, extensive network of VCs
- * Owns own Financial Advisor Firm



Ilya Orlov

- * VP of Patented Cryptographic Security for IOT company
- * Co-Founder and CEO of TravelChain, Decentralized data exchange for the travel market

APPENDIX

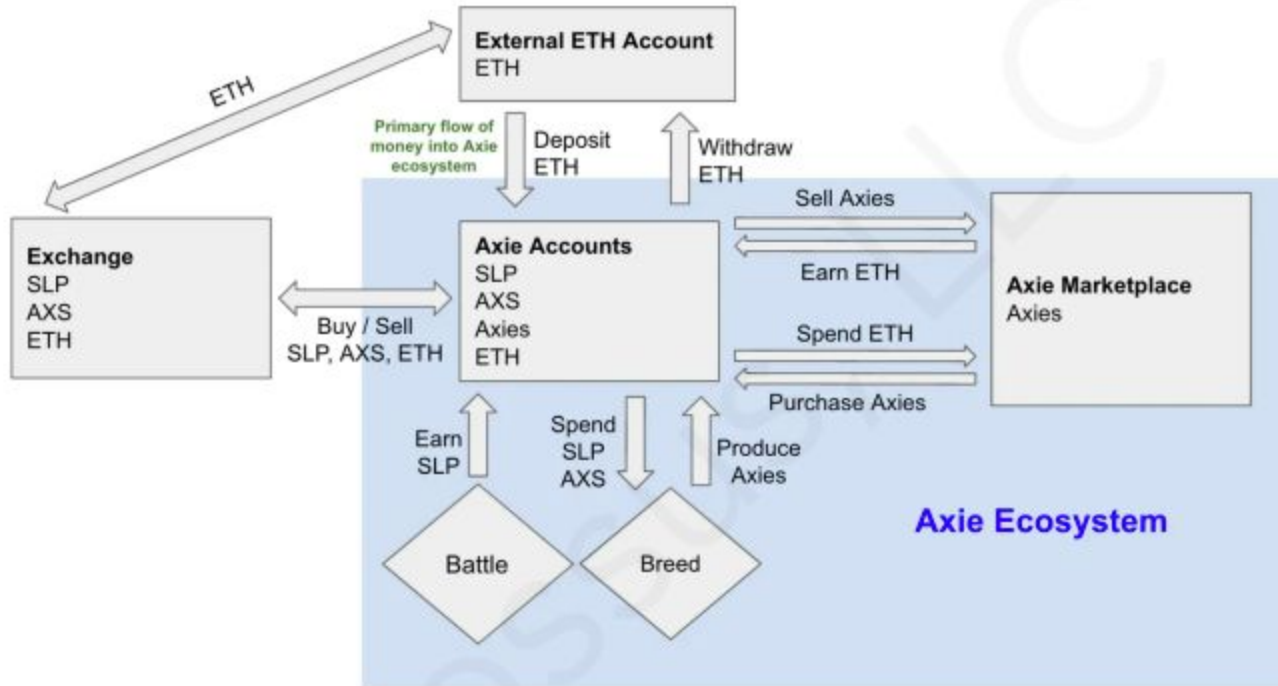


UNDERSTANDING DRIVERS OF SUCCESS FOR AXIE INFINITY

- In order for Chickey Chiks to improve on Axie Infinity, we first need to understand why Axi Infinty was successful:
- Axie Infinity is a community-driven digital pet game which allows players to earn money while battling, breeding, raising, and trading digital pets called Axies
- Axies fall into one of nine categories that are similar to Pokémons.
 - Each Axie has six of >500 possible body parts.
 - Each of the body parts has three genes: dominant, recessive, and minor recessive.
 - The combination of Axie's features determines its win rates and, eventually, return on investment.
- 'Play-to-earn' (P2E) appeal Axie Infinity is a first-mover in the new play-to-earn space.
- P2E allows for an open economy within a game that provides financial benefits to the players.
- P2E has been done in traditional games: some players in World of Warcraft, Onmyoji, etc. make money by selling equipment.
 - But traditionally, in-game asset transactions exist only in the game ecosystem, and it is difficult to trade those digital assets outside. ◦
- In blockchain games, by actively participating in virtual economies, players can earn rewards, such as ingame assets and tokens, which can then be traded or sold on the open market for other cryptocurrencies or fiat money.
- The benefit of the new play-to-earn business model is that a gamer always creates some value that they can sell.
- Even when a gamer needs to pay to start playing, these acquired items can be sold again. All obtained items represent a certain value.

UNDERSTANDING DRIVERS OF SUCCESS FOR AXIE INFINITY

How the Axie Economy works (Players, Token holders, Sky Mavis)



Source: [Axie Pulse](#)

UNDERSTANDING DRIVERS OF SUCCESS FOR AXIE INFINITY

WHERE DO AXIE INFINITY PLAYERS LIVE ?

Key metrics

- YTD, the number of Axie Infinity DAU has grown from 16,000 to 1.7 million.
- DAU by country:



 Philippines	42.91%	 401.3%
 Venezuela	5.96%	 346.8%
 Brazil	4.40%	 533.5%
 United States	4.40%	 264.3%
 Argentina	3.63%	 535.7%

SEE 247 MORE COUNTRIES

Source: [Similar Web](#)

UNDERSTANDING DRIVERS OF SUCCESS FOR AXIE INFINITY

HOW DO PLAYERS MAKE MONEY ?

By participating in the game, players earn AXS and SLP tokens by:

- Winning battles and challenges (earn SLP)
- SLP tokens are earned when a three-Axie team successfully defeats a foe in PVP (player-vs-player) or PVE (player-vs-environment) challenges.
- Breeding and selling Axies (earn ETH / fiat / AXS)
 - To meet the demand from new players, who each need three Axies to play, existing Axie holders breed new Axies from a pair of existing ones.
 - Total breeding cost = fixed cost (not related to the number of reproductions, pay in AXS) + variable cost (related to the number of reproductions, pay in SLP).
 - To ensure that the Axie population remains stable and sustainable, there is a limit on the number of times an Axie can be bred.
 - This number is currently seven with each additional reproduction requiring more SLP tokens.
- ETH / \$ are earned when new players buy current players' Axies through the marketplace, but can be paid in AXS too.
- AXS Staking (earn AXS)
 - Players receive newly created AXS if they lock up their tokens in the game and actively participate in the game by voting and playing regularly.
- Users playing Axie Infinity can earn ~\$10-20 (recently closer to \$50-60 due to the AXS and SLP tokens' price increase) a day.

UNDERSTANDING DRIVERS OF SUCCESS FOR AXIE INFINITY

AXIE INFINITY'S SECRET SAUCE

- Network effects: Axie Infinity has 1m+ global DAU, and the availability of (who fund player entry into the game by lending in-game assets) helps to maintain a strong momentum of spread. The "Scholarshipmanager-player" structure has the potential for viral expansion and enhances network effects. The adoption rate is explosive despite a complicated UX experience and high cost to play. Simplifying onboarding experience and a mobile app launch can further contribute to growth.
- Property rights: Although not exclusive to Axie, property rights incentivize players to act more like founders and employees rather than users. These rights include being able to sell your game assets to anyone in the world, earning liquid tokens for playing/contributing, and being able to own a piece of the game you're playing. Traditional video games extract value from their players via centralized, in-game purchases. Axie players make peer-to-peer purchases. "I think one of the things our players really like is that 95% of the value that flows through the game is going to them".
- Switching costs: For traditional online games is relatively low. For Axie players, switching to another game is more expensive, both because of Axie's high start-up costs and the emotional cost of the way the game is structured.

UNDERSTANDING DRIVERS OF SUCCESS FOR AXIE INFINITY

AXIE INFINITY'S SECRET SAUCE

Open-source, expanding and vertically integrated ecosystem

- New routes. Axie's native infrastructure currently includes wallets, gameplay, NFTs (including virtual land), native currency (SLPs and AXS), and a decentralized exchange. Axie's future plans include turning the sidechain into its own native blockchain, lending/scholarship programs, an open-source platform for further game development, tax assistance, banking services etc.
- Loyal existing players. Many feature ideas that can drive non-monetary value for players, such as Land gameplay, Crafting, Soulbound Axies, Collection Goals, Cosmetics, Virtual Pet gameplay, etc.
 - This is the way Axie Infinity has the opportunity to become a metaverse in the future. Axie will have the critical mass of users to support an ecosystem built within its universe.

Blockchain economy

- Fast & affordable blockchain transactions: There are very few sidechains on Ethereum and none of them were built to service a specific protocol. Axie's foresight in building Ronin drove Axie's explosive growth.
- Native wallet: Users can store and transact their assets on the Ronin sidechain with Axie's native wallet. Jiho that a traditional bank is looking to integrate with Ronin. This bank might help users track their taxes through the native wallet. "[The next generation] is going to skip banks, they are going straight to digital wallets".

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